

## TITLE OF THE INVENTION

### TEMPORAL PROCESSING FOR REALTIME HUMAN VISION SYSTEM BEHAVIOR MODELING

#### 5 STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

The Government may have certain rights under this invention as specified in Department of the Air Force contract F30602-98-C-0218.

#### 10 BACKGROUND OF THE INVENTION

The present invention relates to video picture quality assessment, and more particularly to temporal processing for realtime human vision system behavior modeling.

In general the stimuli that have been used to explore the human vision system (HVS) may be described using the following parameters: temporal frequency; spatial frequency; average luminance or lateral masking effects; angular extent or size of target image on retina; eccentricity or angular distance from the center of vision (fovea); equivalent eye motion; rotational orientation; and surround. Furthermore many of the stimuli may be classified into one of the following categories: standing waves; traveling waves; temporal pulses and steps; combinations of the above (rotational, both of target image pattern and masker); and "natural" scene/sequences. The responses to these stimuli have been parameterized as: threshold of perception as in discrimination; suprathreshold temporal contrast perception; perceived spatial frequency including frequency aliasing/doubling; perceived temporal frequency including flickering, etc.; perceived velocity (speed and

direction); perceived phantom signals (noise, residual images, extra/missing pulses, etc.); perceived image quality; and neural response (voltage waveforms, etc.).

The problem is to create a method for reproducing and predicting  
5 human responses given the corresponding set of stimuli. The ultimate goal is to predict image quality. It is assumed that to achieve this, at a minimum the threshold and suprathreshold responses should be mimicked as closely as possible. In addition the prediction of visual illusions, such as spatial  
10 frequency doubling or those related to seeing additional (phantom) pulses, etc. is desired, but this is considered to be of secondary importance. Finally the predictions should be consistent with neural and other intermediate responses.

The HVS models in the literature either do not account for temporal response, do not take into account fundamental aspects (such as the bimodal  
15 spatio-temporal threshold surface for standing waves, masking, spatial frequency doubling, etc.), and/or are too computationally complex or inefficient for most practical applications.

Co-pending U.S. Patent Application Serial No. 09/438,697, filed  
November 11, 1999 by the present inventor and entitled "Real Time Human  
20 Vision System Behavioral Modeling", provides an HVS behavioral modeling algorithm that is spatial in nature and is simple enough to be performed in a realtime video environment. Reference and test image signals are processed in separate channels. Each signal is spatially lowpass filtered, segmented into corresponding regions, and then has the region means subtracted from

the filtered signals. Then after injection of noise the two processed image signals are subtracted from each other and per segment variances are determined from which a video picture quality metric is determined. However this modeling does not consider temporal effects.

5            Neural responses generally have fast attack and slow decay, and there is evidence that some retinal ganglion cells respond to positive temporal pulses, some to negative, and some to both. In each case if the attack is faster than decay, temporal frequency dependent rectification occurs. Above a critical temporal frequency at which rectification becomes  
10           dominant, spatial frequency doubling takes place. This critical temporal frequency happens to correspond to a secondary peak in the spatio-temporal response, where the spatial frequency sensitivity (and associated contrast sensitivity versus frequency – CSF) curve is roughly translated down an octave from that at 0 Hertz.

15           What is desired is an algorithm for realtime HVS behavior modeling that improves the efficiency and accuracy for predicting the temporal response of the HVS.

#### BRIEF SUMMARY OF THE INVENTION

20           Accordingly the present invention provides a temporal processing algorithm for realtime human vision system behavioral modeling that is added prior to a spatial processing algorithm for improved prediction of the temporal response of the HVS behavioral modeling. The temporal processing includes a linear and a non-linear temporal filter in series in each of a

reference channel and a test channel, the input to the reference channel being a reference image signal and the input to the test channel being a test image signal that is an impaired version of the reference image signal. The non-linear temporal filter emulates a process with neural attack and decay to account for a shift in peak sensitivity and for frequency doubling in a spatio-temporal sensitivity function. The linear temporal filter accounts for the remaining subtleties in the spatio-temporal sensitivity function.

The objects, advantages and other novel features of the present invention are apparent from the following detailed description when read in conjunction with the appended claims and attached drawing figures.

#### BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWING

Fig. 1 is a block diagram view of an efficient predictor of subjective video quality rating measures according to the present invention.

Fig. 2 is a block diagram view of the temporal processing portion of the predictor of Fig. 1 according to the present invention.

Fig. 3 is a block diagram view of a linear temporal filter for the temporal processing portion of Fig. 2 according to the present invention.

Fig. 4 is a block diagram view of a non-linear temporal filter for the temporal processing portion of Fig. 2 according to the present invention.

#### DETAILED DESCRIPTION OF THE INVENTION

Referring now to Fig. 1 a flow chart for a picture quality assessment apparatus is shown similar to that described in the above-identified co-

pending application. A reference image signal and an impaired (test) image signal are input to respective display models **11, 12** for conversion into luminance units. The luminance data is input to a spatial modeling algorithm **10**, which is implemented as respective two-dimensional low-pass filters **13, 14** and one implicit high pass filter (local mean (low pass) from step **15, 16** is subtracted in step **17, 18** respectively from each individual pixel). This filter combination satisfies the requirements suggested by the data (Contrast Sensitivity versus Frequency) in the literature for each orientation, average luminance and segment area. There is only one image output from this stage to be processed by subsequent stages for each image, as opposed to a multiplicity of images output from filter banks in the prior art.

Block means are calculated **15, 16**, such as for three pixels by three pixels blocks. In both channels the image is segmented **20** based on block average mean and other simple block statistics. However for simplification and reduction of computation resources the step **20** may be omitted. Block statistics used in the current segmentation algorithm include local (block) means luminance and previous variance. However simple max and min values may be used for region growing. Each block means is averaged over the segment to which it belongs to create new block means. These means are subtracted **17, 18** from each pixel in the respective blocks completing the implicit high pass filter.

Noise from a noise generator **24** is injected at each pixel via a coring operation **21, 22** by choosing the greater between the absolute value of the

filtered input image and the absolute value of a spatially fixed pattern of noise, where :

$$\text{Core}(A,B) = \{(|A|-|B|) \text{ for } |A|>|B|; 0 \text{ for } |A|<|B|\}*\text{sign}(A)$$

where A is the signal and B is the noise. Segment variance is calculated **27**,

5 **28** for the reference image segments and for a difference **26** between the reference and test image segments. The two channel segment variance data sets are combined **30** for each segment by normalizing (dividing) the difference channel variance by the reference variance.

10 Finally the Nth root of the average of each segment's normalized variance is calculated **32** to form an aggregate measure. Again for this example N=4, where N may be any integer value. The aggregate measure may be scaled or otherwise converted **34** to appropriate units, such as JND, MOS, etc.

15 An additional step is added in each channel before input to the spatial modeling algorithm **10** – temporal processing **35, 36**. The facts discussed above in the Background with respect to neural responses suggest that the same mechanism for frequency doubling may also account for the spatio-temporal frequency coordinates of the secondary peak of a spatio-temporal sensitivity surface. Providing the temporal process **35, 36** with neural attack  
20 and decay before the spatial processing emulates both the shift in peak sensitivity (spatial frequency location of peak as a function of temporal frequency) and the frequency doubling aspects. This may be realized with a non-linear temporal filter **37, 38** as shown in Fig. 2. Then a linear temporal

filter **39, 40** accounts for the remaining subtleties in the spatio-temporal sensitivity function. This combination of linear and non-linear filters also accounts for the thresholds of detection of: pulses as a function of amplitude and duration; impairments as a function of amplitude and temporal proximity to scene changes; and flicker and fusion frequency as a function of modulation amplitude.

The linear temporal filter **39, 40** shown in Fig. 3 has the characteristics of the combination of low-pass and bandpass filters. The luminance data is input to a series of field delay modules **41-44** with a tap at each field. The tap outputs are input to respective multipliers **45-48** where they are weighted by respective coefficients  $b_0$ ,  $D_{ec} \cdot b_0$ ,  $b_1$ ,  $D_{ec} \cdot b_1$  and summed in a summation circuit **50**. Essentially the linear temporal filter **39, 40** is the weighted difference between frames, with each frame having the appropriate decay ( $D_{ec}$ ) for the older of the two fields. For each pixel at spatial location  $(x,y)$ , the filter output  $LTF[field]$  given filter inputs  $D[ ]$  is given by:

$$LTF[field] = (D[field] + D[field-1] \cdot D_{ec}) \cdot b_0 + (D[field-2] + D[field-3] \cdot D_{ec}) \cdot b_1$$

where: field = field number in sequence;  $LTF[field]$  = linear filter output at a particular pixel ( $LTF[x,y,field]$ );  $D[field]$  = input pixel from the luminance data at this particular  $(x,y,field)$  coordinate;  $b_0$ ,  $b_1$  = FIR filter coefficients ( $b_0 = 1$ ;  $b_1 = -0.5$ , for example); and  $D_{ec}$  = decay. The  $b_0$  coefficient is nominally 1 and the  $b_1$  coefficient controls the amount of boost at about 8 Hz. The  $b_1$  parameter is calibrated after the non-linear temporal filter **37, 38** is calibrated.  $D_{ec}$  is nominally 1 or less, depending on the sample rate.

The non-linear temporal filter **37, 38** shown in Fig. 4 has the characteristics of an envelope follower or amplitude modulation (AM) detector/demodulator. It has a faster attack than decay.

$$\begin{aligned} \text{NTF}[\text{field}] = & \text{decay} * \text{NTF}[\text{field}-1]; & \text{if } \text{LTF}[\text{field}] < \text{decay} * \text{NTF}[\text{field}-1] \\ & (1 - \text{attack}) * \text{LTF}[\text{field}] + \text{decay} * \text{NTF}[\text{field}-1] * \text{attack}; & \text{otherwise} \end{aligned}$$

where: NTF[field] = non-linear filter output at a particular pixel (NTF[x,y,field]);  
attack = 0.9 (higher attack coefficient corresponds to slower initial response);  
and decay = 0.98 (higher decay coefficient corresponds to slower recovery).

The output of the non-linear temporal filter **37, 39** is input to a delay **51** and subsequently multiplied by the decay in a first multiplier **52**. The decayed output is then compared with the output from the linear temporal filter **39, 40** in a comparator **54**. The result of the comparison is multiplied by (1-attack) in a second multiplier **56** and input to a rectifier **58**. The output of the rectifier **58** is combined in a summation circuit **60** to produce the filter output. The attack and decay times are determined by calibrating the HVS model to both the spatio-temporal threshold surface and the corresponding supra-threshold regions of the spatial frequency doubling illusion. The non-linear temporal filter **37, 38** is responsible for the majority of the temporal masking and temporal related visual illusions.

The particular implementation shown is more responsive to positive transitions than to negative, which does not fully take into account the response to negative transitions or the retinal ganglion cells which supposedly respond equally to both. An improvement in accuracy may be

made by including these responses at pseudo-random locations corresponding to the proposed theoretical distribution of photoreceptor types. Only the rectifier **58** needs to change, either in polarity or by including both with absolute value (full wave rectification). Spatially distributing the full

5 wave rectification temporal processor at pixel locations chosen by a 10x10 pixel grid, with pseudo-random displacement of no more than a few pixels, accounts for a variety of visual illusions, including motion reversal and scintillating noise. However the extra processing required may not be desired for some applications.

10 Thus the present invention provides temporal processing for realtime HVS behavior modeling by inserting before spatial processing a two stage temporal filter – a linear temporal filter followed by a non-linear temporal filter – to emulate neural attack and decay.